

F I G.1

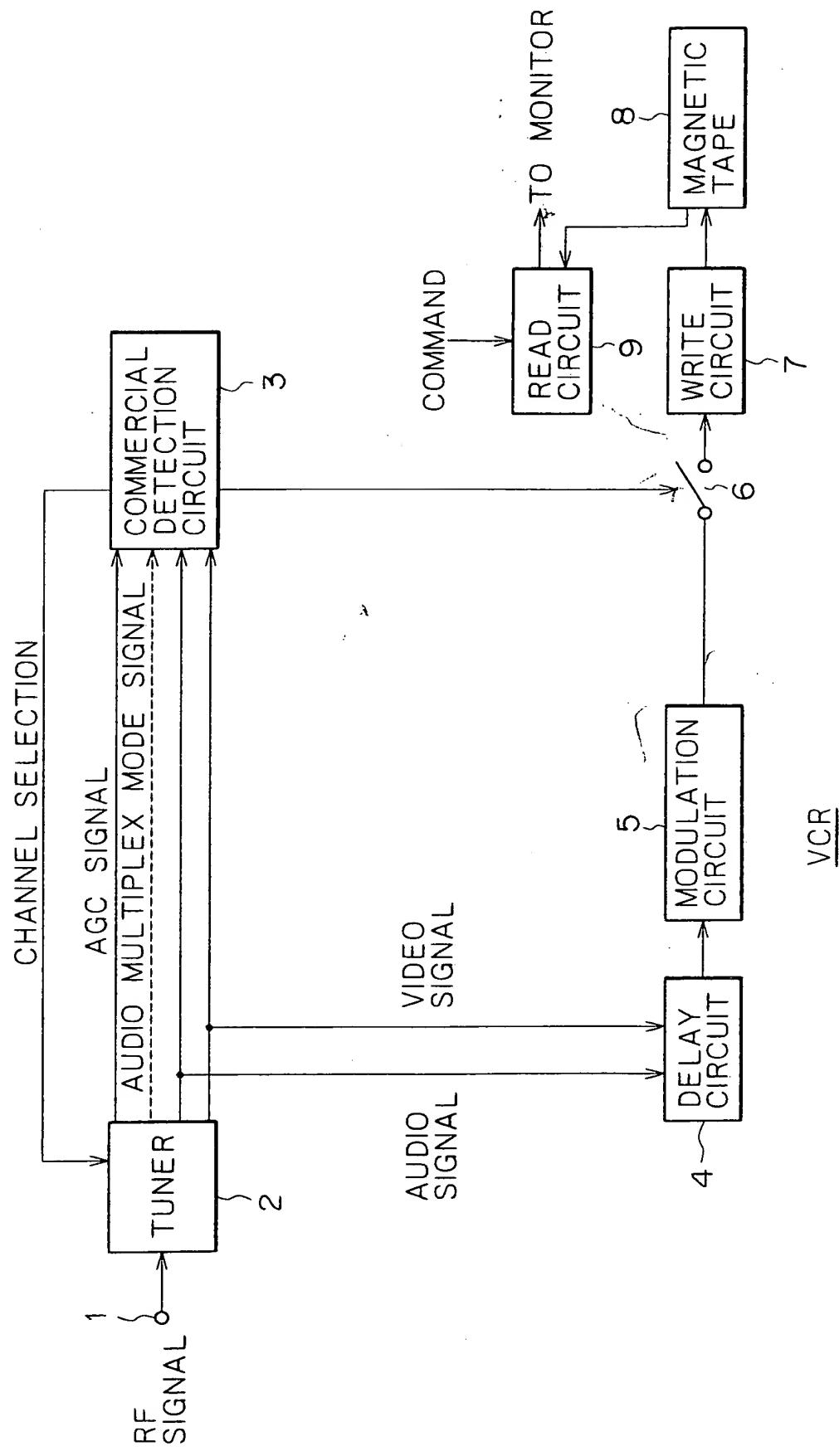
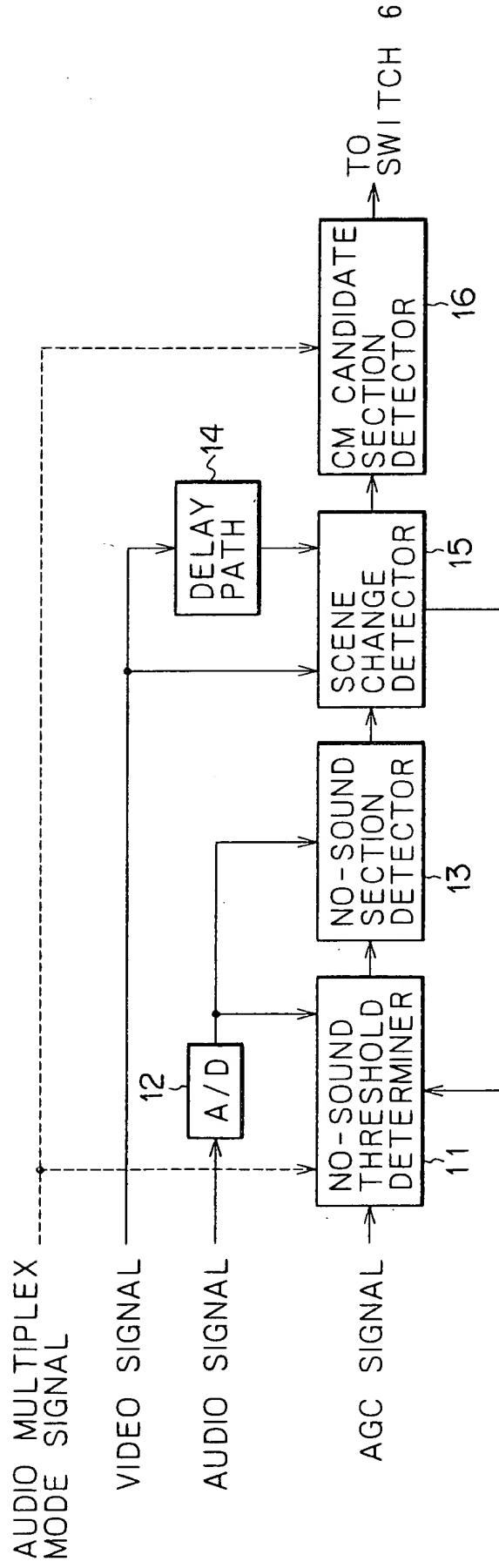
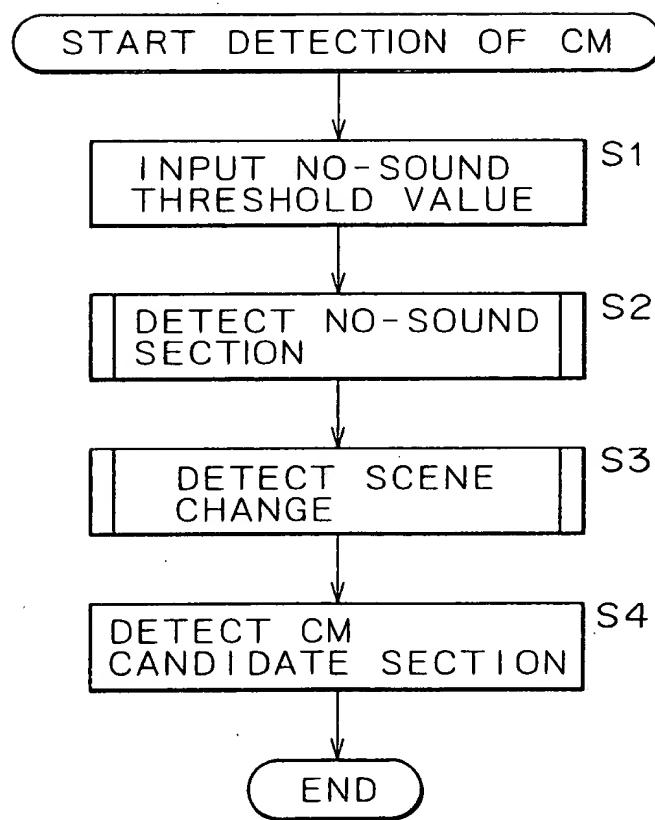


FIG. 2

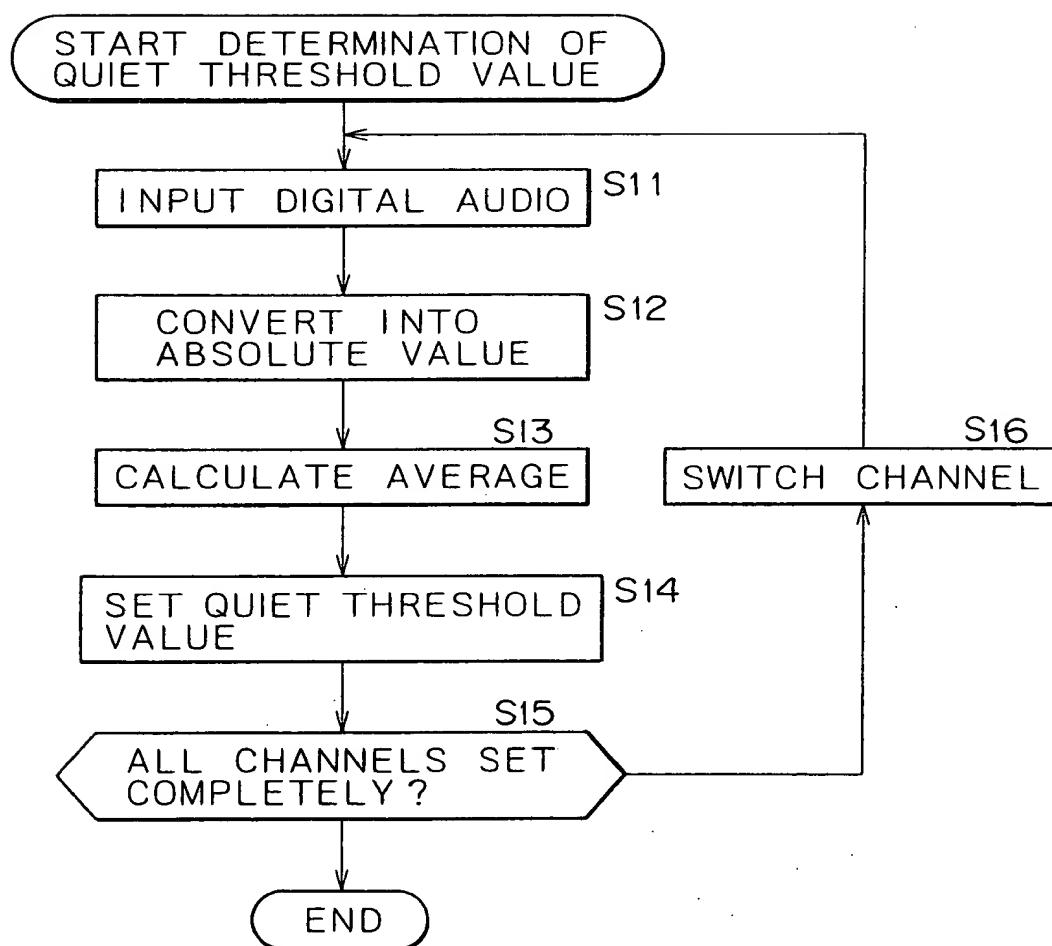


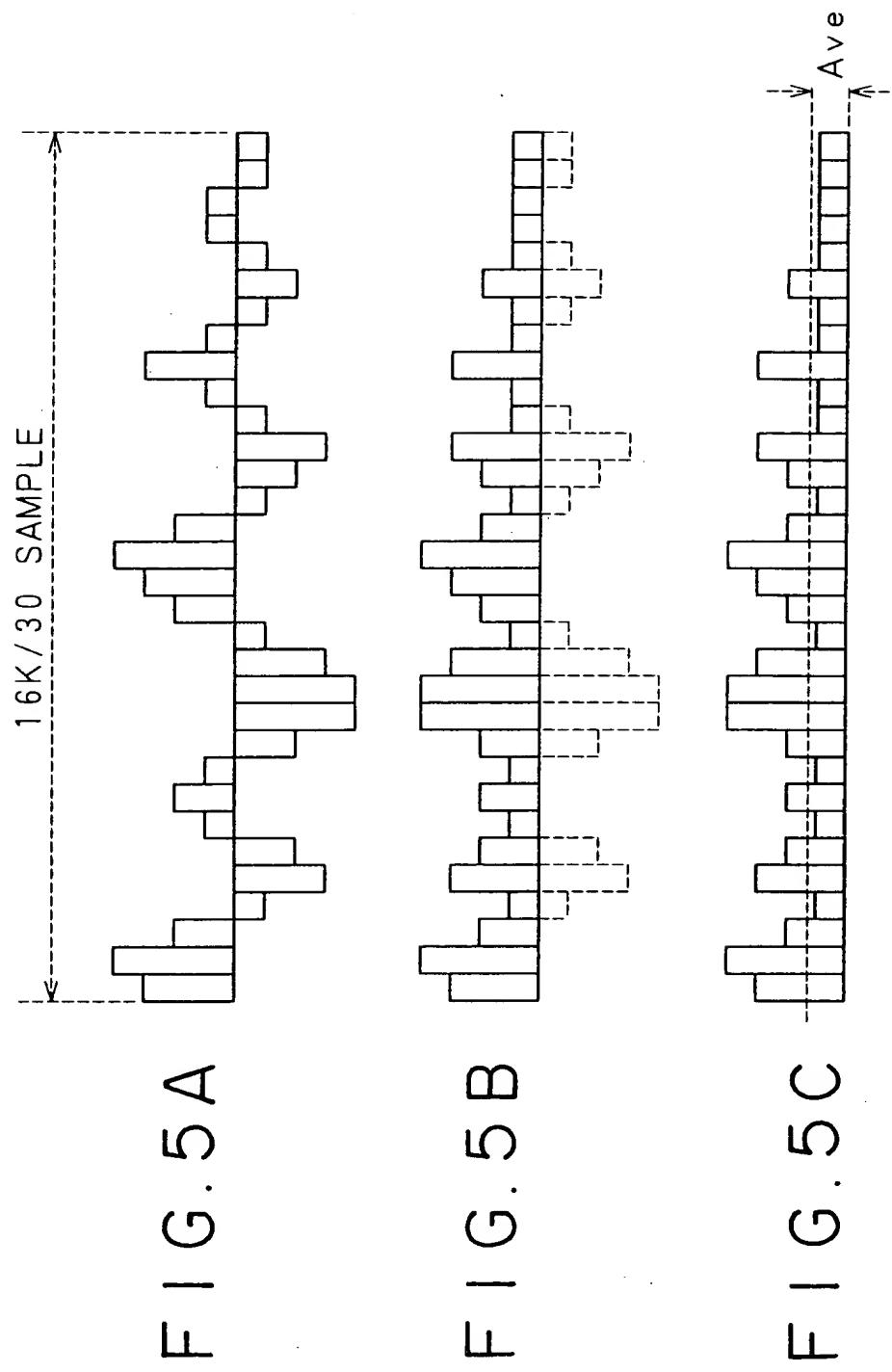
3

F I G. 3



F I G. 4





F I G . 6

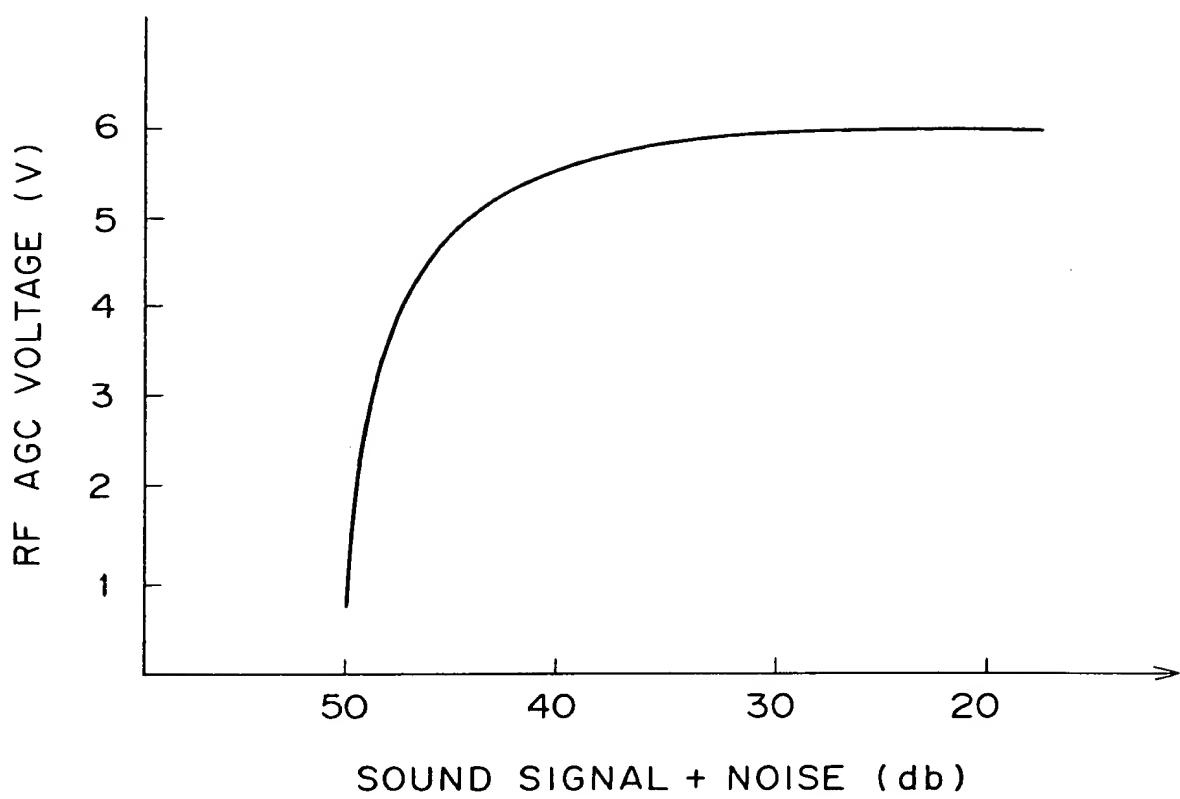
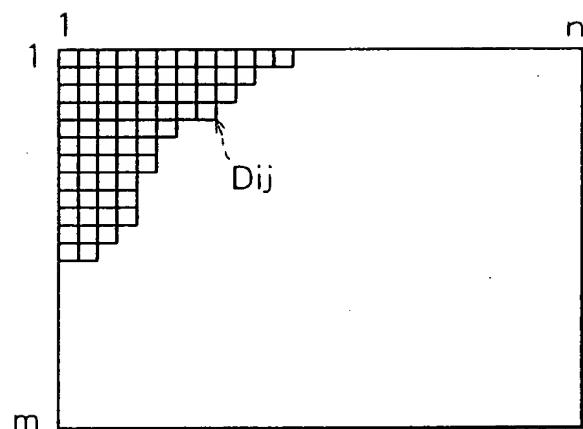


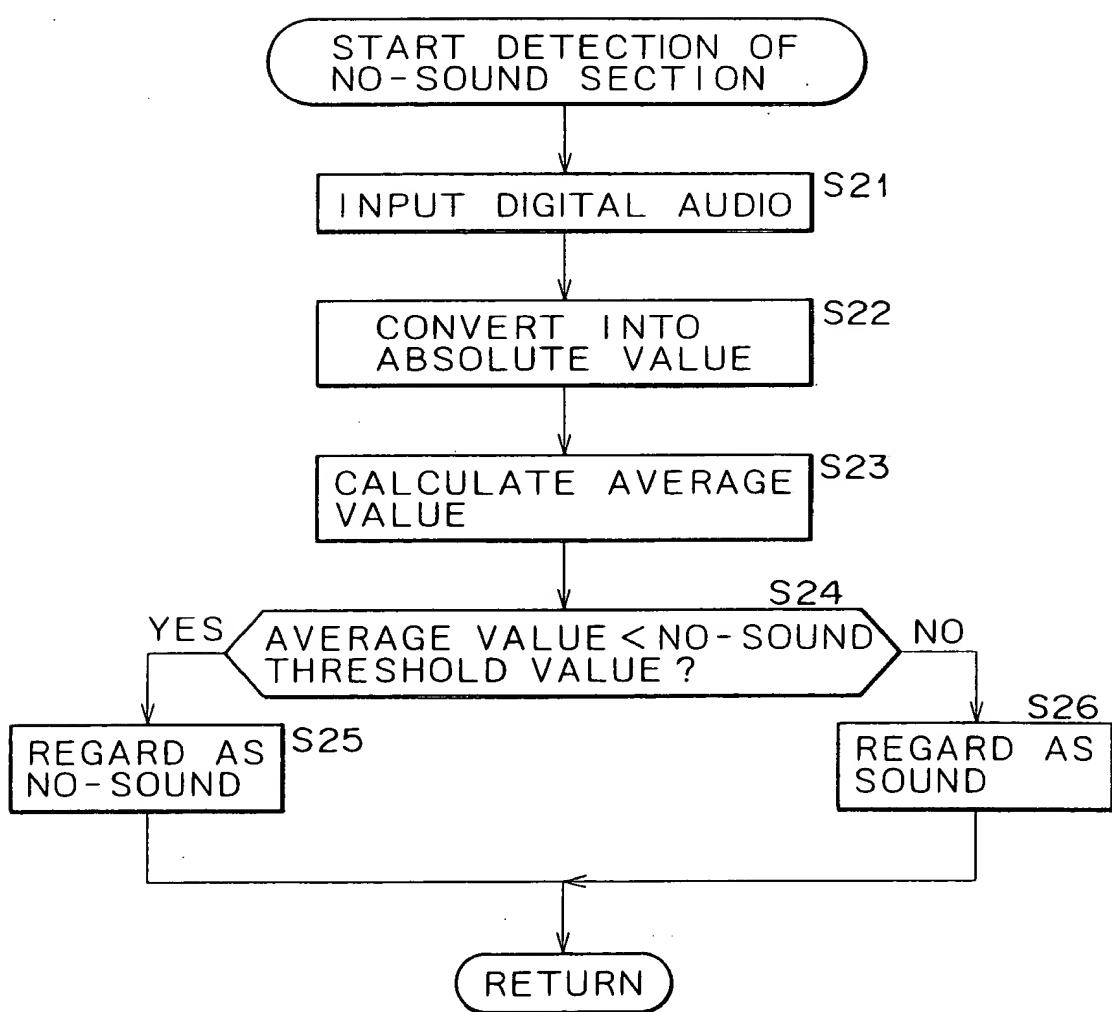
FIG. 7

DELAYED IMAGE

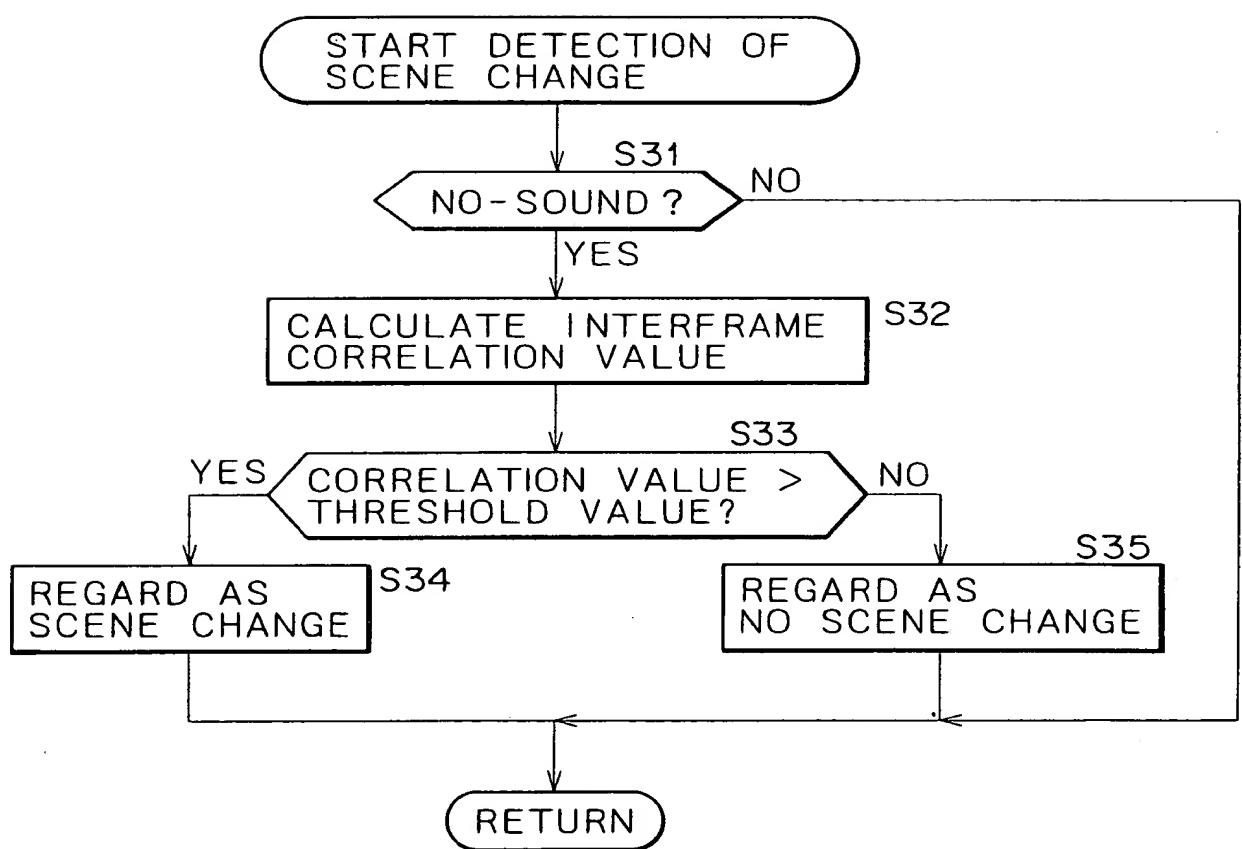


$$Y_A = \frac{\sum_{i=1}^n \sum_{j=1}^m D_{ij}}{n \times m}$$

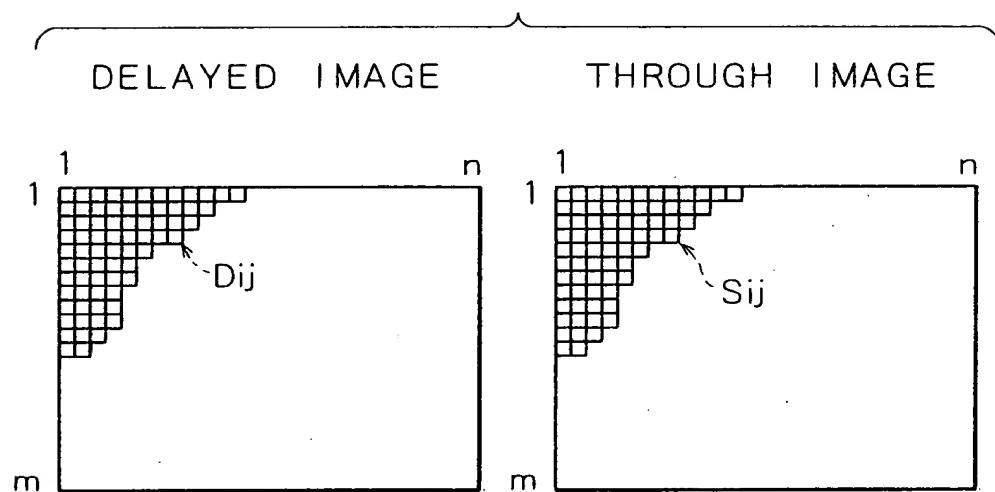
F I G . 8



F I G . 9



F I G. 10



$$E = \sum_{i=1}^n \sum_{j=1}^m | D_{ij} - S_{ij} |$$

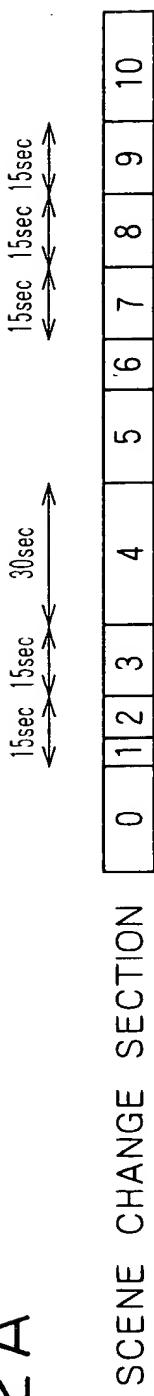
F - G. 1

```

    graph TD
        SC[Scene_Change []] --- CF[CURRENT FRAME]
        SC --- PF[PRECEDING FRAME]
        SC --- OMF[ONE-MINUTE PREVIOUS FRAME]
        SC --- VD[Vertical Arrow]
        AM[Audio_Multi []] --- CF
        AM --- PF
        AM --- OMF
    
```

The diagram illustrates the memory structures for two variables, `Scene_Change` and `Audio_Multi`. Both variables are represented as arrays of 16 bits (0000000000000000). The `CURRENT FRAME` is the least significant bit (0), the `PRECEDING FRAME` is the second bit (1), and the `ONE-MINUTE PREVIOUS FRAME` is the most significant bit (15). A vertical arrow points downwards from the variable names towards the bit representations.

F I G. 12 A



F I G. 12 B



F I G. 12 C



FIG.13

	CURRENT FRAME	PRECEDING FRAME	ONE-MINUTE PREVIOUS FRAME
No_Sound []	011100011000011100001100	00001111000011
Scene_Change []	0010000010000001000000100	10000010000001
Audio_Multi []	1111111111100000000	00001111111111

FIG. 14 A

NO-SOUND



FIG. 14 B

SCENE CHANGE

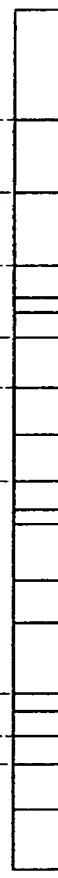


FIG. 14 C

(A) AND (C)

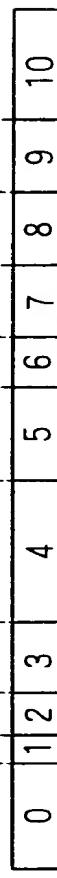


FIG. 14 D

GROUP



FIG. 14 E

AUDIO MODE



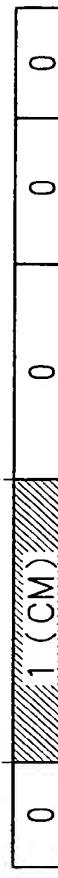
FIG. 14 F

CM CANDIDATE
SECTION

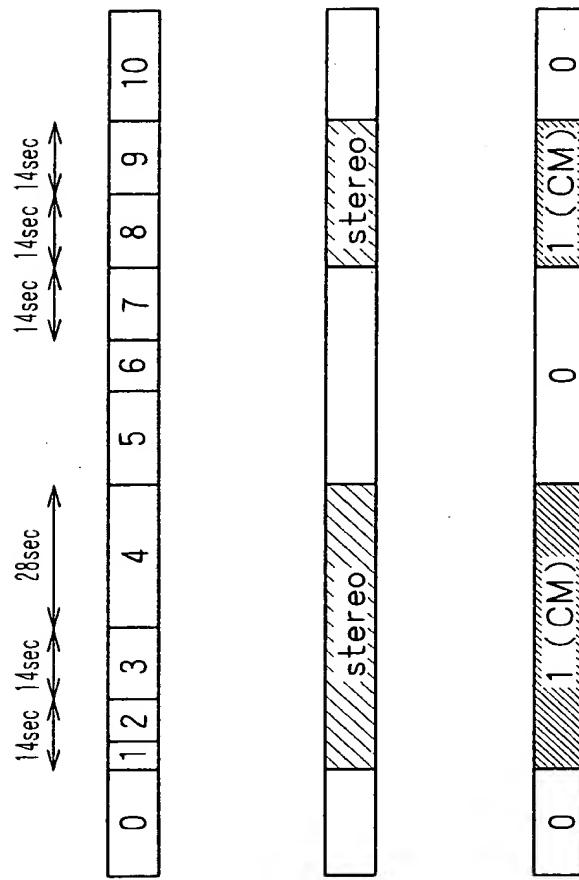


FIG. 14 G

RESULT OF
CM DECISION



F | G. 15 A



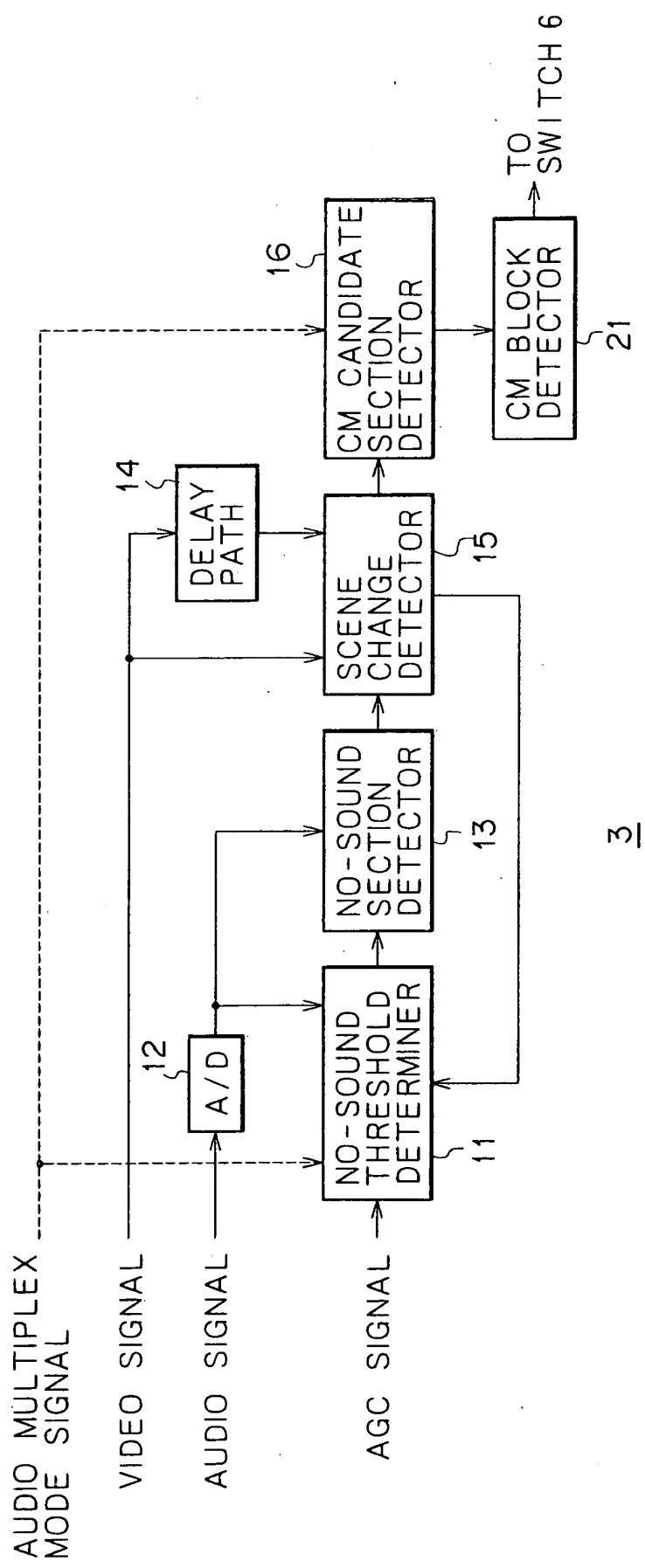
F | G. 15 B



F | G. 15 C



FIG. 16



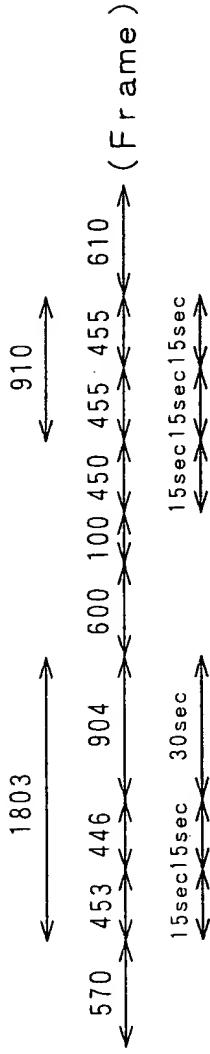


FIG. 17A QUIET SCENE CHANGE SECTIONS

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

FIG. 17B AUDIO MULTIPLEX MODE SECTIONS

stereo										
--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------

FIG. 17C COMMERCIAL CANDIDATE SECTIONS

0	a	b	c	0	d	e	0
---	---	---	---	---	---	---	---

FIG. 17D COMMERCIAL CANDIDATE BLOCKS

0	1(CM)	0	1(CM)	0
---	-------	---	-------	---

A B

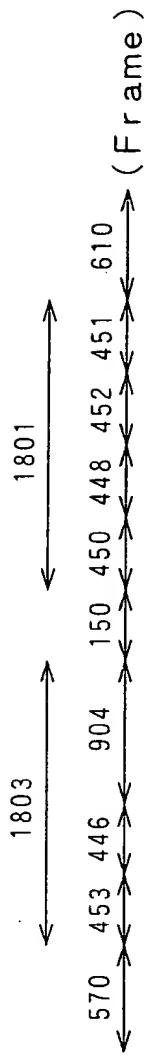
FIG. 17E COMMERCIAL BLOCK

0	1(CM)	0	0	0
---	-------	---	---	---

F | G .18 A

QUIET SCENE
CHANGE SECTIONS

0	1	2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	---	---	----	----



F | G .18 B

AUDIO MULTIPLEX
MODE SECTIONS

stereo											
--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------

F | G .18 C

COMMERCIAL
CANDIDATE SECTIONS

0	a	b	c	d	e	f	g	0
---	---	---	---	---	---	---	---	---

F | G .18 D

COMMERCIAL
CANDIDATE BLOCKS

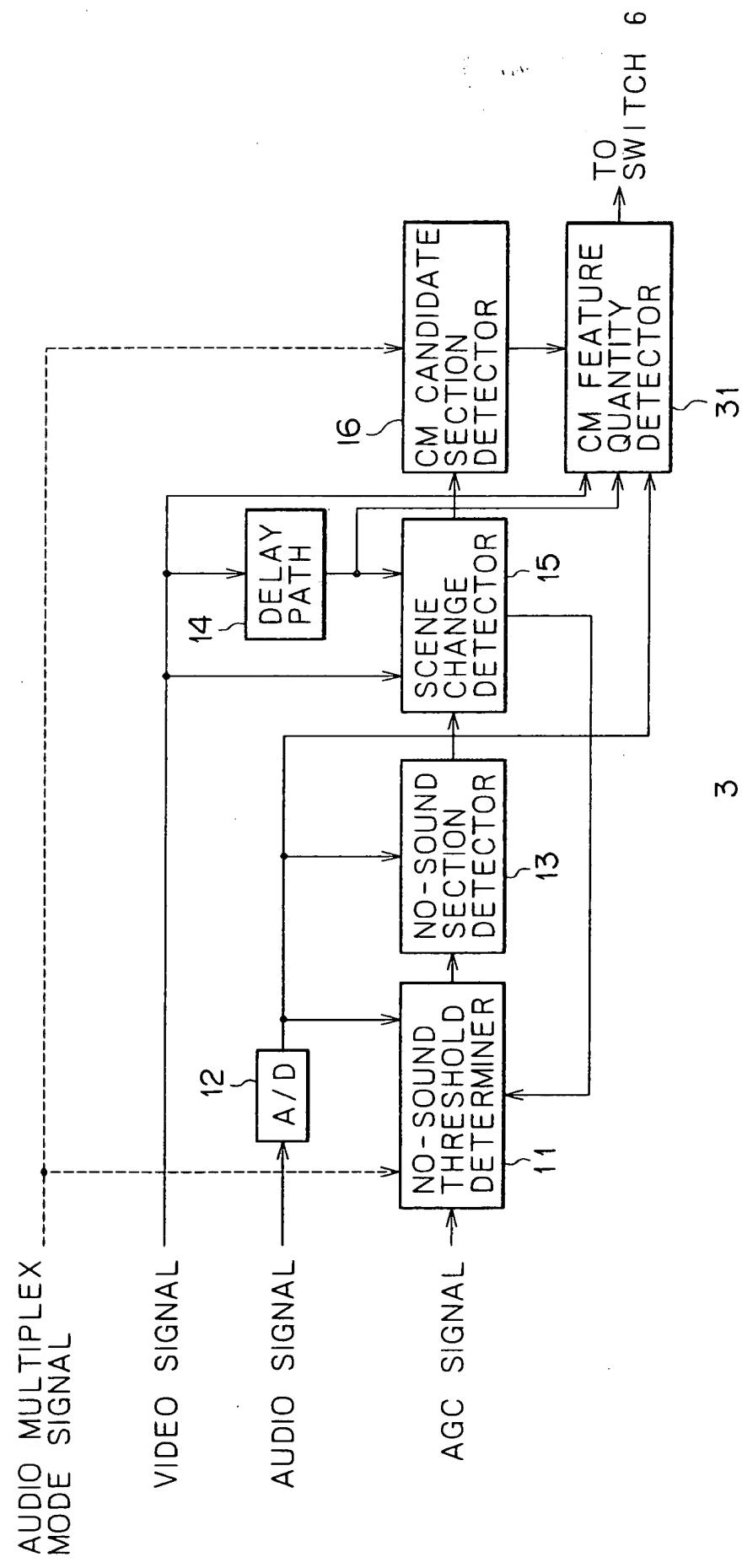
0	1(CM)	0	1(CM)	0
---	-------	---	-------	---

F | G .18 E

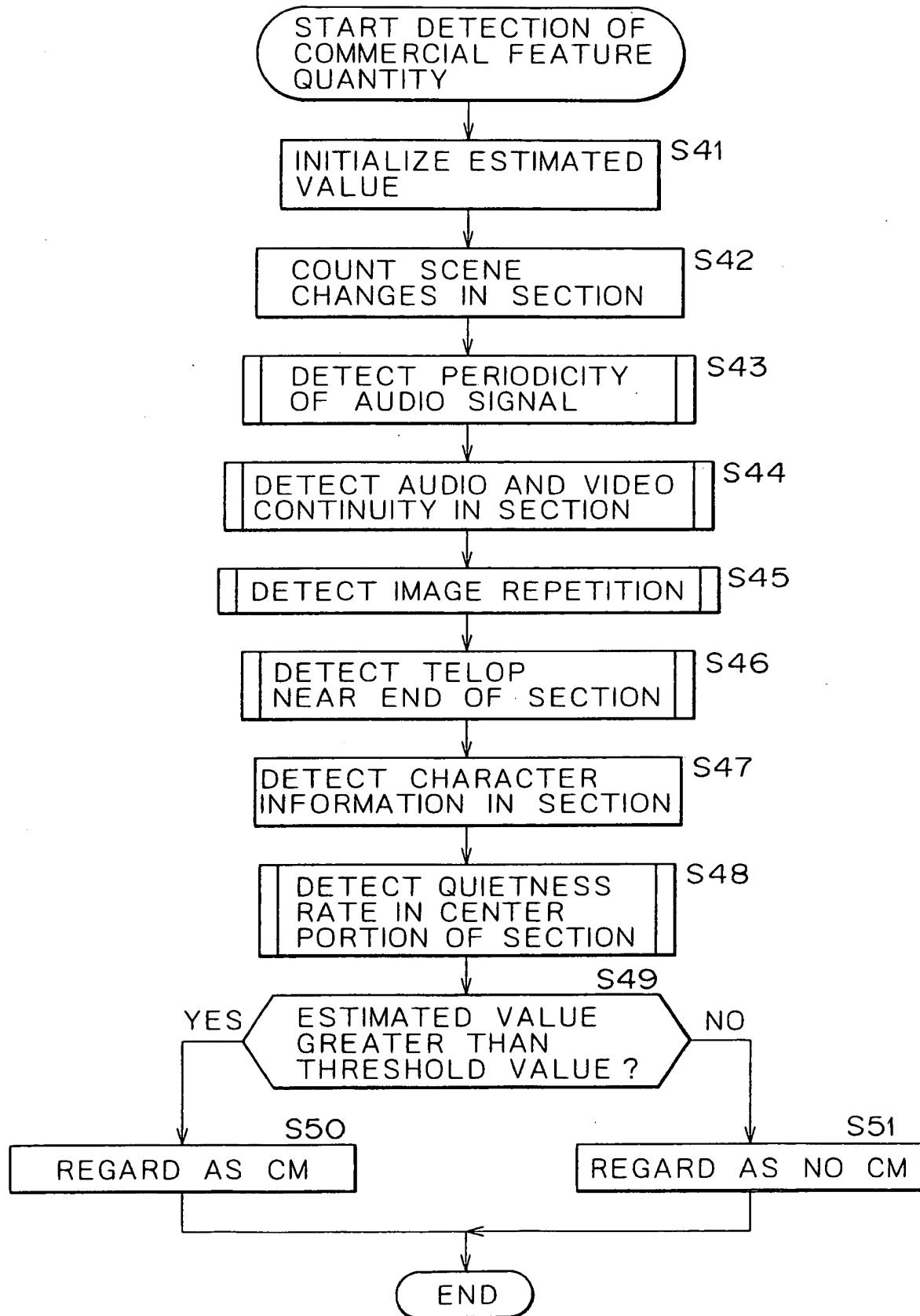
COMMERCIAL
BLOCK

0	1(CM)	0
---	-------	---

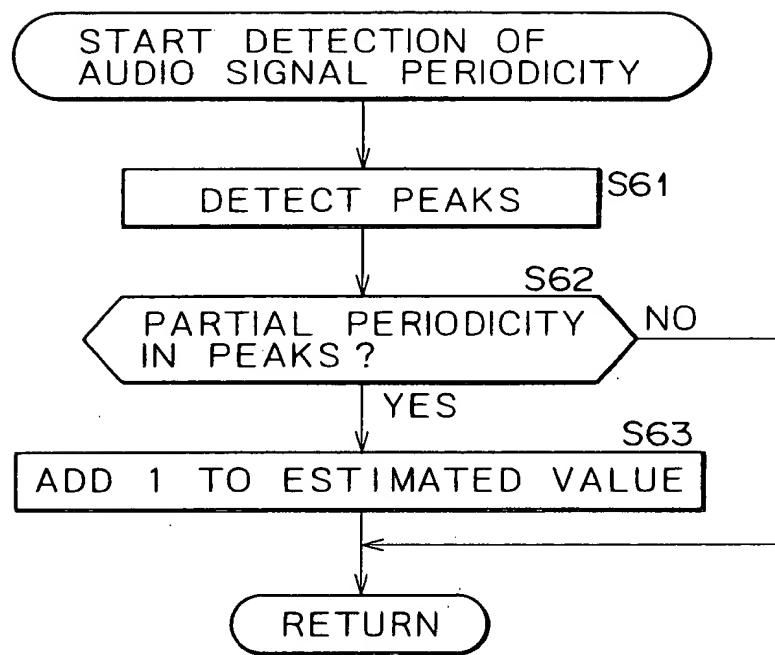
F I G.19



F I G . 2 0



F I G . 2 1



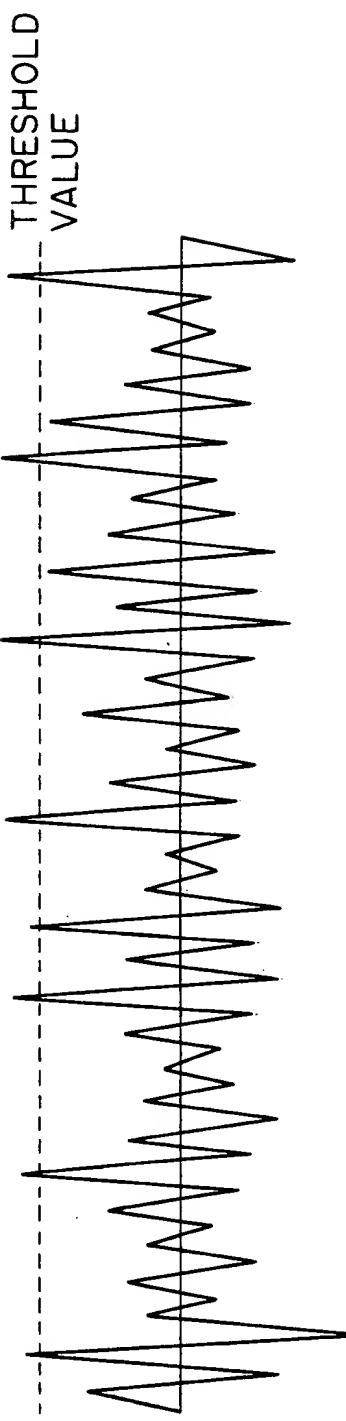


FIG. 22A

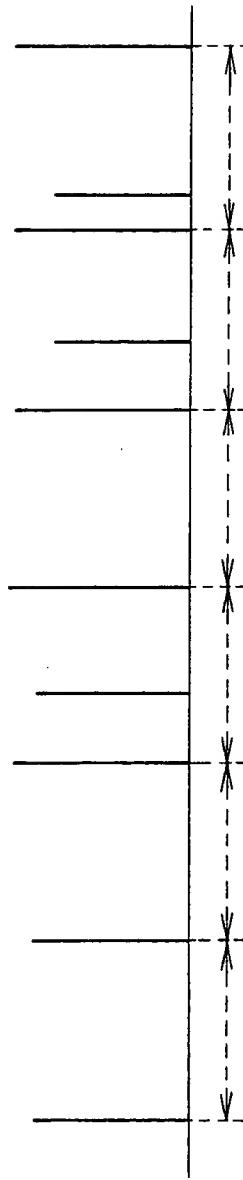


FIG. 22B

F I G . 2 3

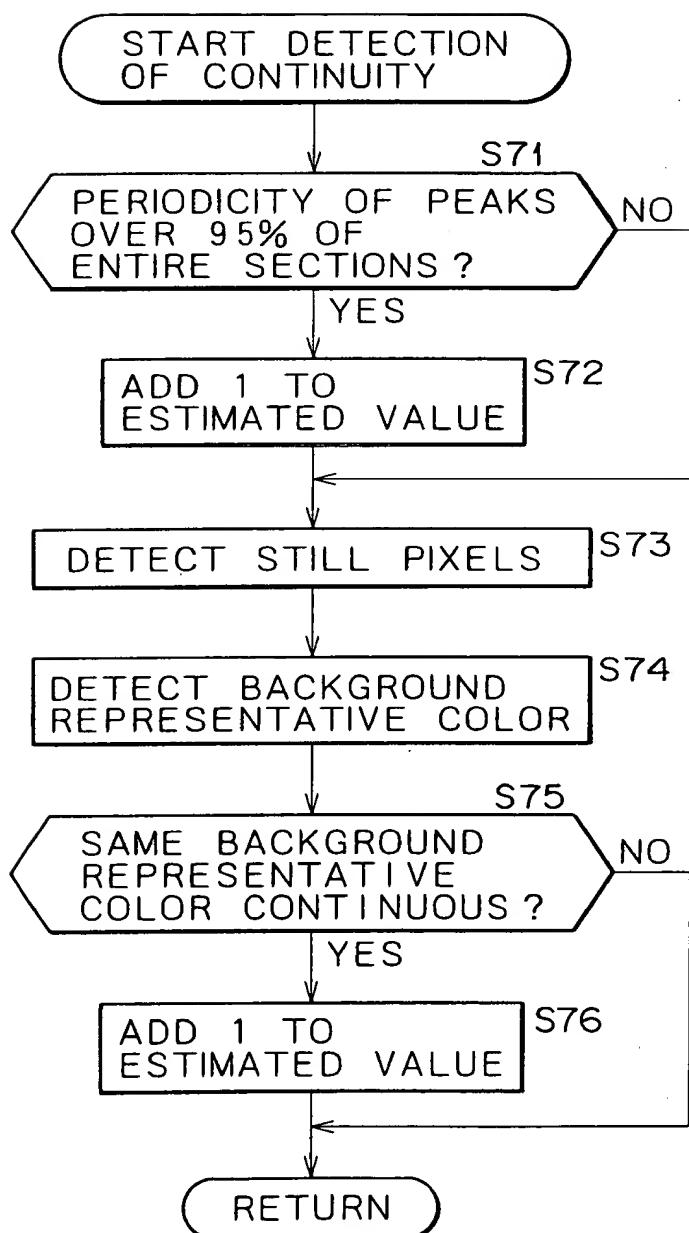
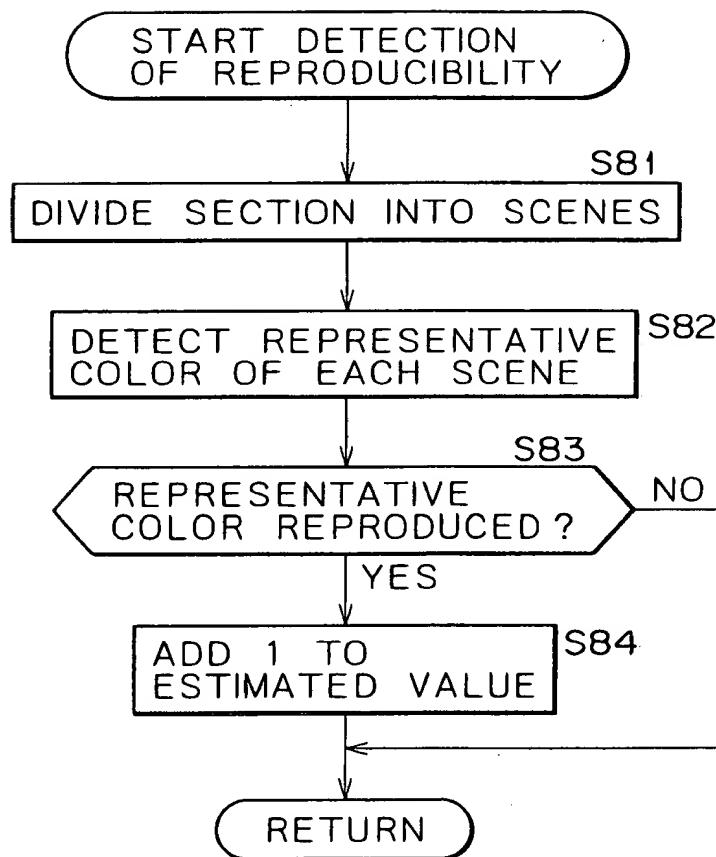
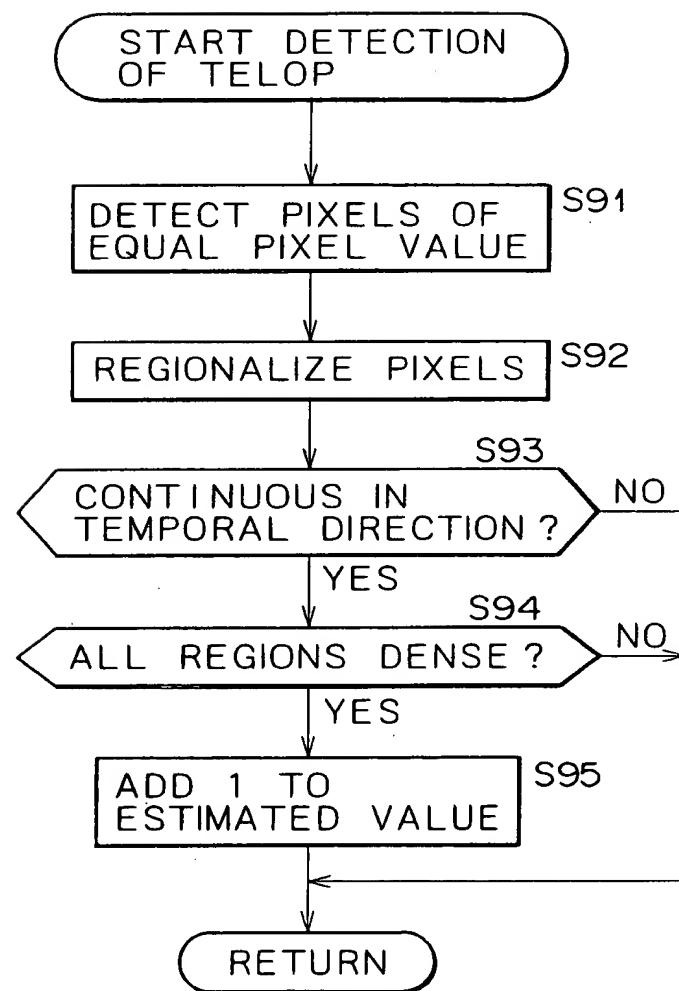


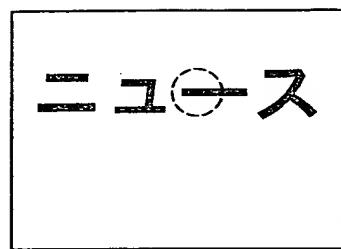
FIG. 24



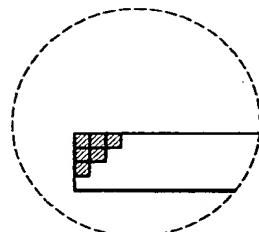
F I G . 2 5



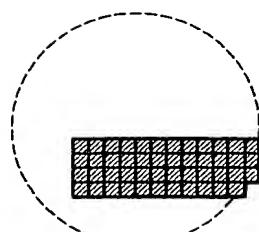
F I G . 26A



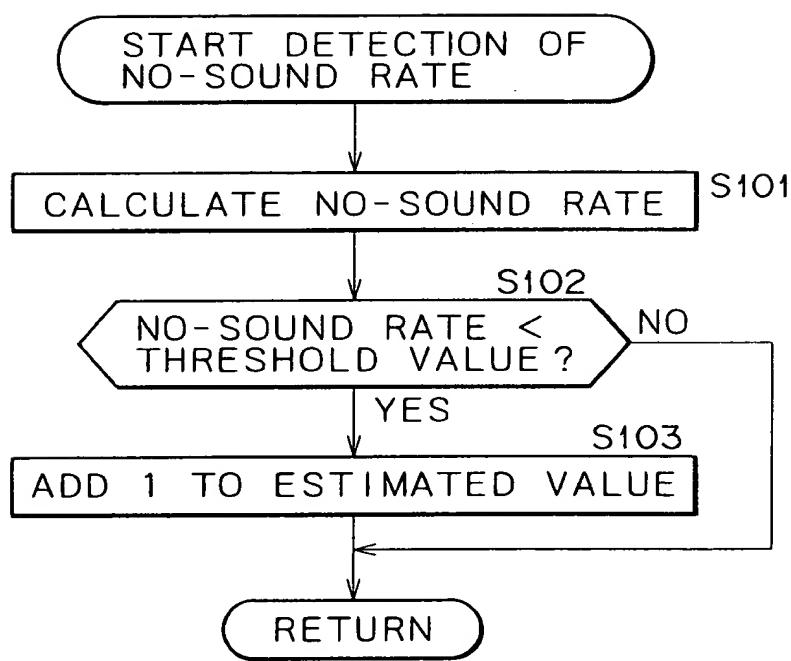
F I G . 26B



F I G . 26C



F I G. 27



F I G. 28

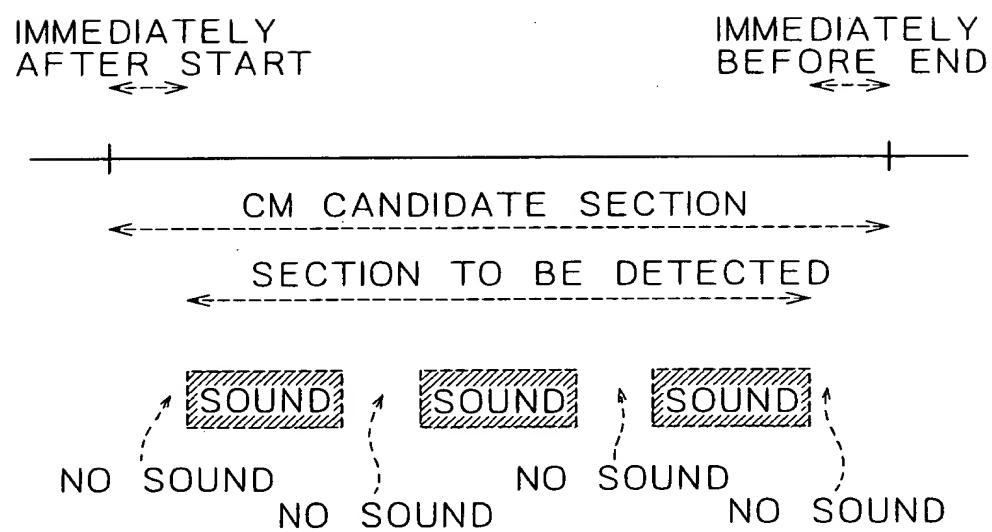


FIG. 29

